

M 4.1, 1 km W of Lytle Creek, CA

Origin Time: 2024-01-05 18:55:53 UTC (Fri 10:55:53 local)  
Location: 34.2713° N 117.5016° W Depth: 10.0 km

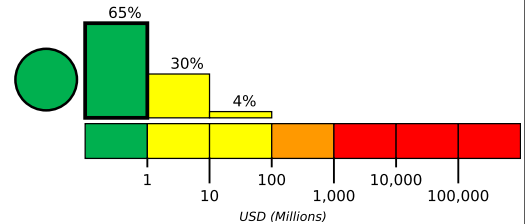
PAGER Version 3

Created: 1 day, 0 hours after earthquake

Estimated Fatalities

Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

Estimated Economic Losses

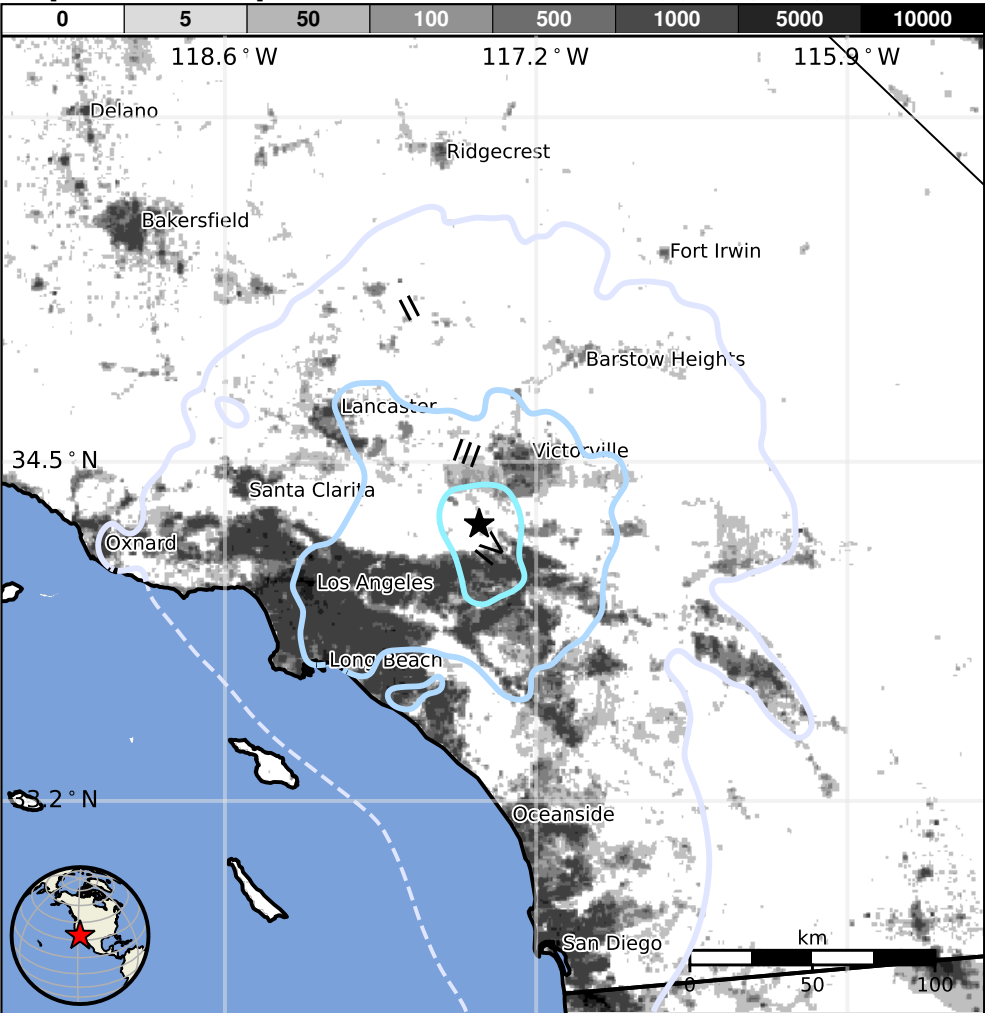


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		2,218k*	23,871k	858k	1k	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

\*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1991-06-28	46	5.6	VI(1,267k)	1
2003-12-22	358	6.6	VI(8k)	2
1971-02-09	82	6.6	IX(21k)	65

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Rialto	99k
IV	Fontana	196k
IV	Wrightwood	5k
IV	Colton	52k
IV	Pedley	13k
IV	Bloomington	24k
III	Long Beach	462k
III	Los Angeles	3,793k
II	San Diego	1,307k
II	Tijuana	1,376k
I	Mexicali	597k

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.  
<https://earthquake.usgs.gov/earthquakes/eventpage/ci40455759#pager>

bold cities appear on map.

(k = x1000)